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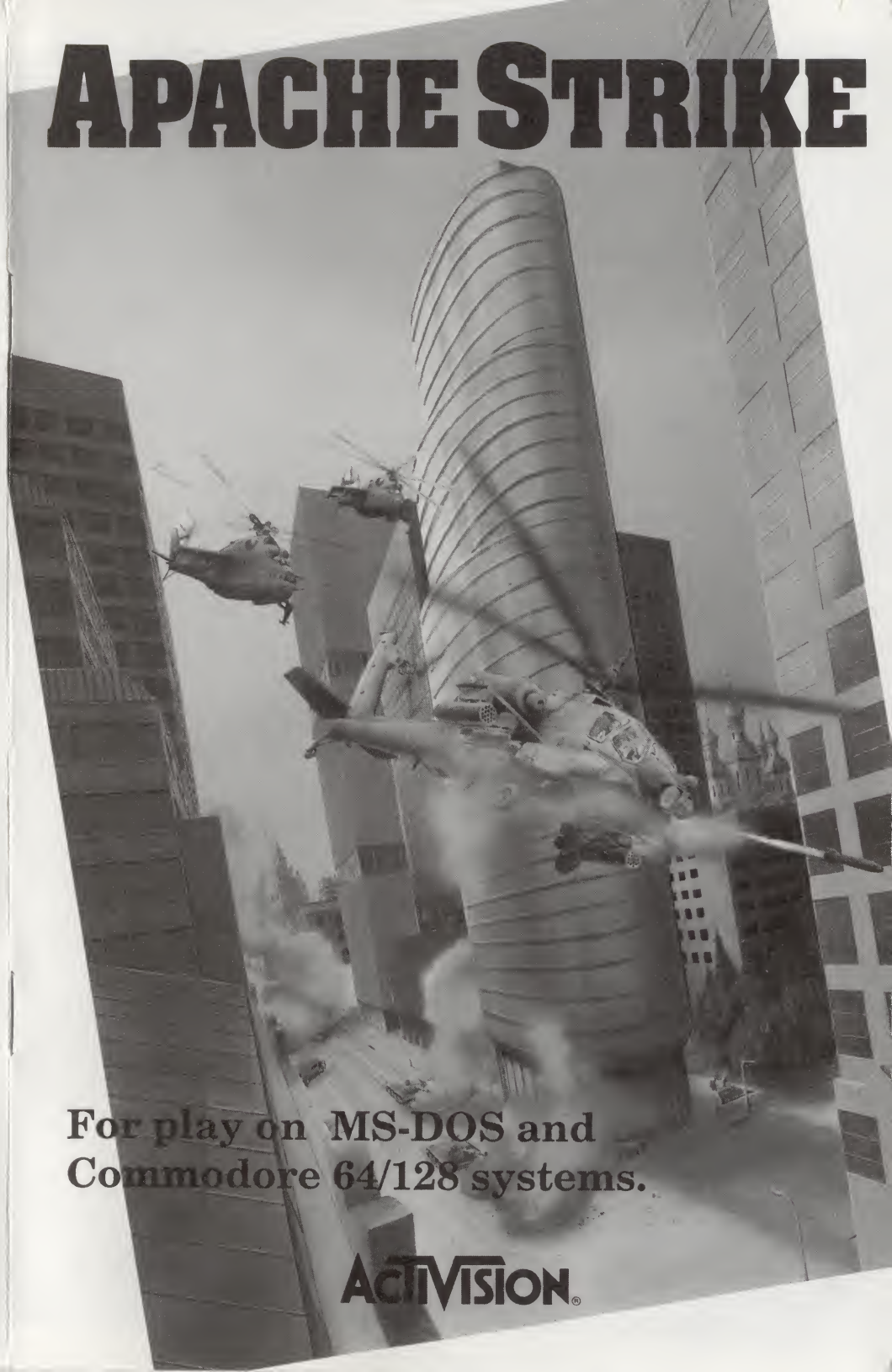
GD-202-03

APACHE STRIKE



For play on MS-DOS and Commodore 64/128 systems.

ACTIVISION®

Apache Strike

MS-DOS® and Commodore 64 Conversions programmed by FACS.

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The Last Hope

It's the year 1997. You're piloting an AH-64 Apache helicopter through enemy city streets on a search and destroy mission. Your target: the Strategic Defense Computer (SDC). You must weave your way in and out of skyscraper corridors. That's the easy part. Enemy helicopters and tanks dog your path— you must destroy or be destroyed. If you root out the SDC in all three cities, you can save the world from complete nuclear destruction. If you fail...

Getting Started

If you're playing with a MS DOS system

1. Turn on your computer with DOS 2.1 or higher.
2. Insert the *Apache Strike* 5 1/4" Disk 1 in Drive A.
3. Type **Install**.

You'll be given three options:

Select **1** if you're using a single disk floppy system.

Select **2** if you're using a two drive system.

Select **3** if you want to install *Apache Strike* on a hard drive.

If you select options 1 or **2,** you'll be returned to the **A:** prompt.

Type **Apache** and press **Enter**.

In a few seconds, the *Apache Strike* title screen appears, and you're ready to play.

If you select option 3, you transfer all the files from Disk 1 and 2 to your hard drive. Enter the location of your hard drive (e.g., **C, D,** ect.).

Press **Enter** to Continue and create the Apache directory, or press **Escape** to Quit.

At the prompt, insert Disk 2 into Drive A and press any key.

When installation is complete, type **C:** (or the letter of your hard drive) and press **Enter**.

Type **Apache** and press **Enter**.

In a few seconds, the *Apache Strike* title screen appears, and you're ready to play.

If you're playing with a Commodore 64/128 system

1. Type **Load "*", 8, 1**

In a few seconds, the *Apache Strike* title screen appears, and you're ready to play.

Controlling the Apache with the MS-DOS System

You can control the Apache with any of three methods: joystick, mouse, or keyboard.

The following key functions apply to all three methods:

To make the Apache faster, press **F**.

To make the Apache slower, press **S** .

To return to the main menu, press **Q**. To return to DOS, press **Q** again.

To toggle on/off the sound/music, press **Control** and **S.**

To pause gameplay, press **P**.

Joystick/Mouse

To ascend, pull the joystick/mouse toward you.

To descend, push the joystick/mouse away from you.

To move to the left or right, move the joystick/mouse in the direction you want to go.

To go straight, leave the joystick/mouse in the center position.

To fire bullets, press Button #1 on the joystick/mouse.

To fire missles, press Button #2 on the joystick/mouse.

Keyboard

Use the number pad directional keys to maneuver the Apache.

To ascend, press **2.**

To descend, press **8.**

To move to the left, press **4.**

To move to the right, press **6.**

To fire bullets, press the **spacebar.**

To fire missles, press **M.**

Controlling the Apache on the Commodore 64/128 System

Plug the joystick into Port 2.

Joystick

To ascend, pull the joystick toward you.

To descend, push the joystick away from you.

To move to the left or right, move the joystick in the direction you want to go.

To go straight, leave the joystick in the center position.

To fire bullets, press Button #1 on the joystick.

To fire missles, press the spacebar.

Control keys

To hover, press **F1** .

To run the Apache at slow speed, press **F2.**

To run the Apache at fast speed, press **F3.**

Note: at the fastest speed, the Apache can't go around corners.

To pause the Apache, press **P.**

To utilize the Help screen, press **Inst/Del Key.**

To the Streets

Once you've loaded the game, you see the title/selection screen.

To choose an option, move the arrow on the screen up or down and press the button on the joystick/mouse. If you're using the keyboard, use the directional keys **8** or **2** and press the spacebar.

Play: Choose this option if you want to play at the level selected.

Level: There are different levels of progressive difficulty. Press the button on the joystick/mouse, or the spacebar if you're using the keyboard, to change the level.

Credits, High Score, Calibrate*, and Change Mode*: Choose these options to see who created the game, check out the game's high scores, select which method you want to use to control the game, and decide which graphic modes you want to play in.

*Not available on Commodore version.

In the Cockpit

As Apache captain, you're inside the helicopter's cockpit, looking straight out at the action. Your instrument panel has nine indicators, feeding you information at all times.

Radar: The grid layout of the Radar screen represents the city's blocks, and you can see where you are in relation to the enemy. You are the unblinking dot. Enemy attackers are blinking dots. The SDC is a larger blinking dot.

Distance and Bearing Indicator: The numbers on the Distance Indicator change, according to how close you are to the SDC. When the numbers are high, you're traveling away from it. When the numbers count down lower, you're getting closer and closer.

The Bearing Indicator resembles a clock face. When the line is straight up at 12:00, you're heading directly towards the SDC. When it's straight down at 6:00, you're heading in the opposite direction.

Message Center: Throughout your mission, the Message Center keeps you apprised of what's happening within and without your chopper. If, for example, any part of your equipment is damaged, or the enemy is sneaking up on your rear, the Message Center prints out the information.

Helicopters Remaining: You start off each level with a total of three helicopters. If you've suffered too many crippling hits, or crash, you lose a helicopter. After all three are destroyed, the game is over.

Enemies Remaining: Each level, depending on its difficulty, has a certain number of enemies. As you destroy them, the Message Center shows the number of enemies you have remaining. If you destroy them all, you earn a Bonus.

Fuel Gauge: At the start of each level, your fuel tank is full. As you fly, your fuel supply goes down. You can replenish it by destroying enemies. If you run out, you crash.

Score Display: You see a running tally of the points you earn from destroying enemies on the **Score** display.

Speedometer: You can go faster by pressing **F** on the MS-DOS or the Function keys on Commodore (see "Controlling the Apache with the Commodore System" earlier in this guide). The bar on the Speedometer shrinks or grows to reflect how fast you're going.

Altitude Display: The bar on the Altitude Display rises or falls to reflect how high or low you're flying.

Scoring

You score points three ways: by destroying enemies, by destroying all enemies on a certain level, and by destroying the SDC. If you begin playing on Level 20 or higher, bystepping Level 1, you earn a special Level bonus.

You have to use bullet and missile combinations to destroy enemies. Check the charts below for point values, firepower combinations, and bonus scoring.

Enemies	How to Destroy	Score
Helicopter	2 bullets or 1 missile	100 points + extra fuel
Tank	3 bullets or 1 missile	150 points + extra fuel
SDC	3 missiles	2500 points

Note: Five points are subtracted from your score every time you fire a missile.

Bonuses	Points
Destroying all enemies on Level 1	2,500
Destroying all enemies on Level 20	12,000
Destroying all enemies on Level 40	22,000
Destroying all enemies *and* the SDC on Level 20	100,000
Destroying all enemies *and* the SDC on Level 40	200,000

High Scores

If you score high enough, you see the **High Score** screen and you're invited to add your "name" to the list of high scorers. Type your "name" and hit the joystick/ mouse button or spacebar to enter it.

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2. ***Write the name of the product and the type of computer system you have on the front of the package.***
3. Enclose your return address, typed or printed clearly, ***inside*** the package.

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